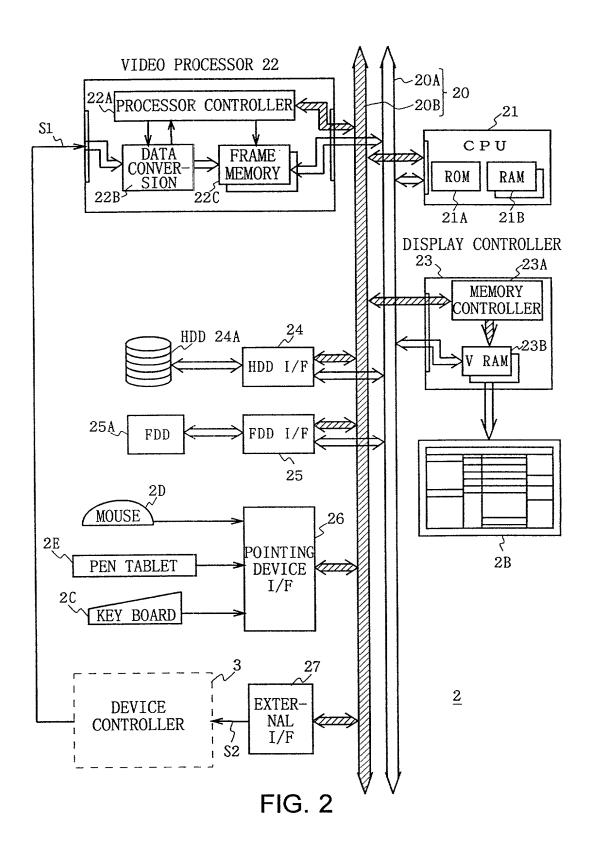


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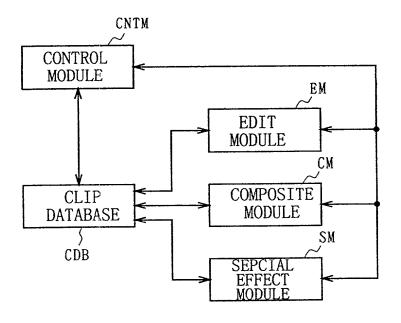


FIG. 3

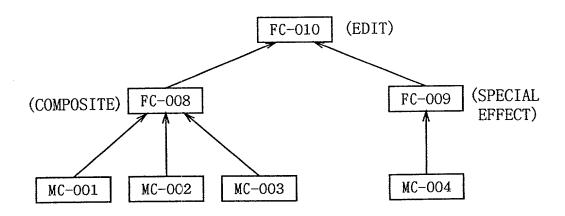
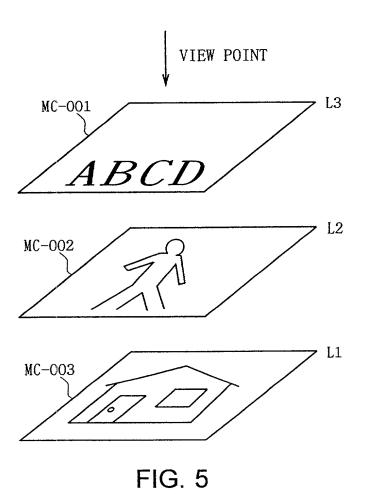


FIG. 4



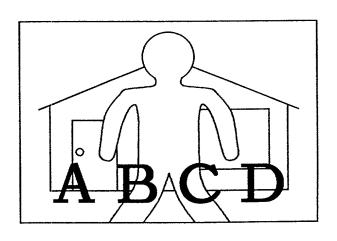


FIG. 6

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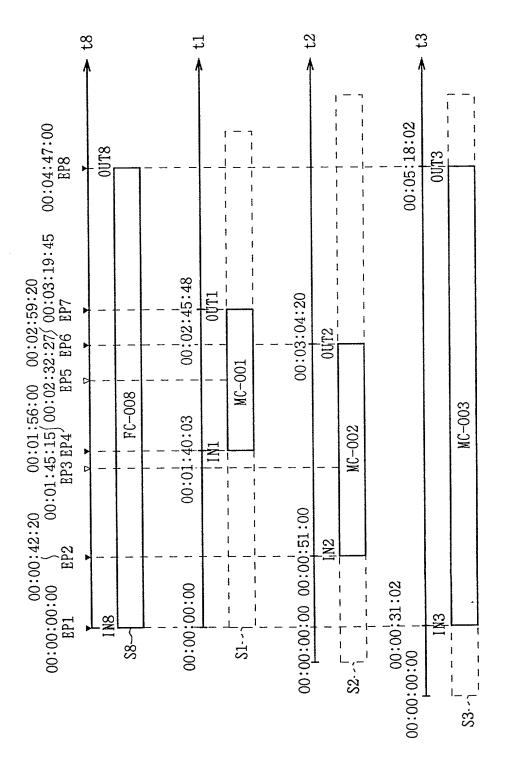


FIG. 7

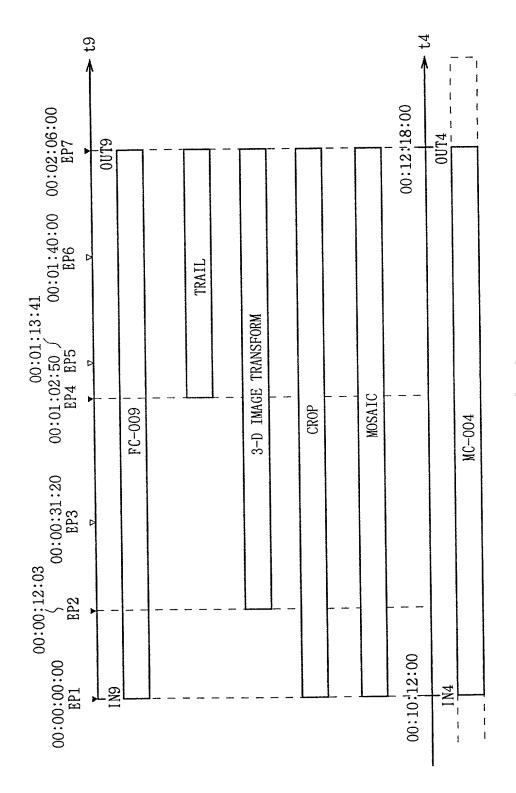


FIG. 8

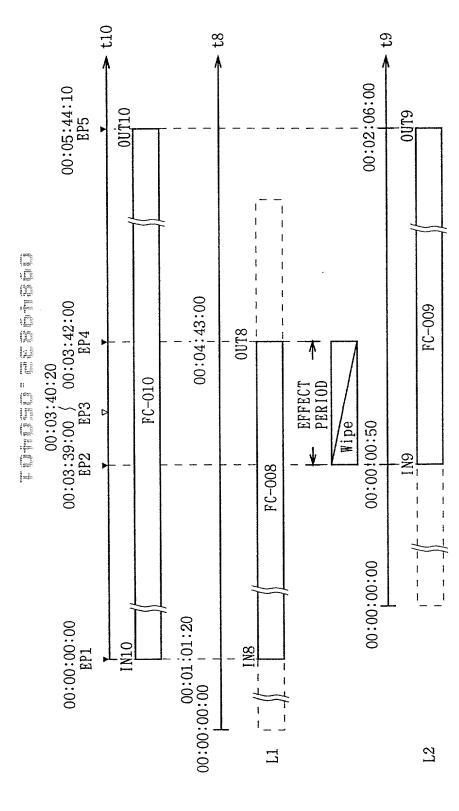


FIG. 9

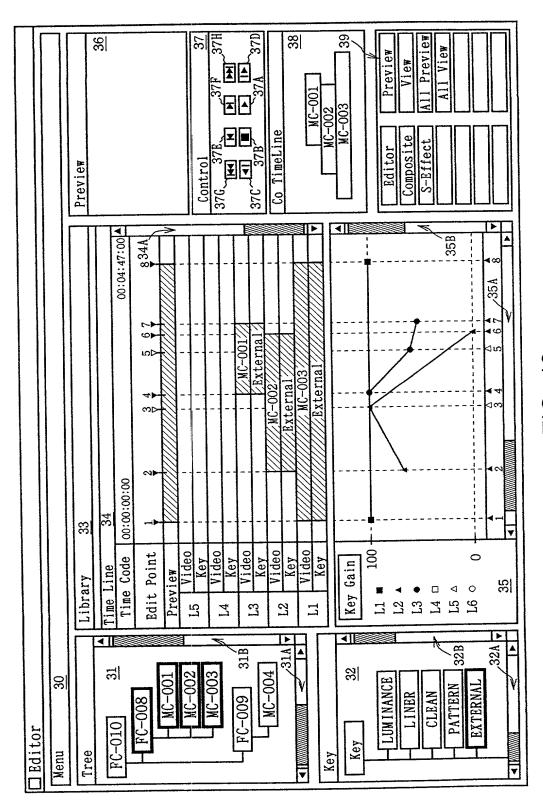


FIG. 10

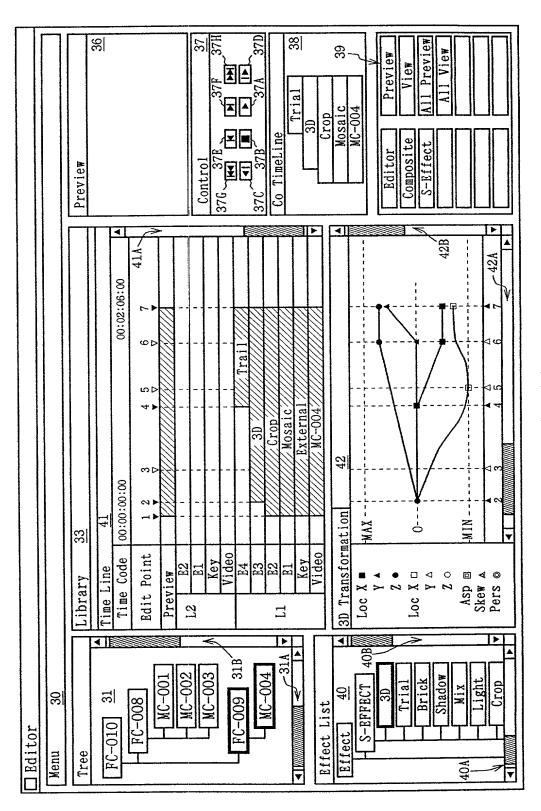


FIG. 11

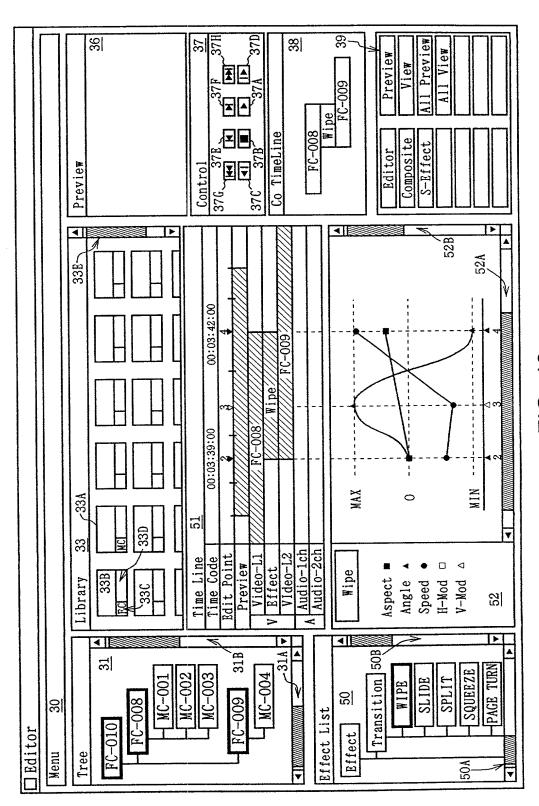


FIG. 12

											- <u></u>		 ,		 _	_
ΓA	IMAGE	PROCESSING DATA								EDIT P DATA COMP DATA	EDIT P DATAS-EFFECT DATA	EDIT P DATA EDIT DATA		-		
WORK DATA	RDITING	POINT DATA								EDIT P DATA	EDIT P DATA	EDIT P DAT				
	MODIII R	CODE								၁	S	田				
/ d to wa	ENABLE/	3 FLAG CODE	田	臼	田	田	D	D	Ω	田	田	田				
NK.	£.	L 3								001						
IT Q	C0D	L 2								002		600				
CHIL	ID	L 1								600	004	800				
PARENT	INK	CODE LILZL3	800	800	800	600				010	010	000				
		DURATION	yte 00:08:02:10	8 byte 00:05:11:00	8 byte 00:10:55:01	8 byte 00:20:31:07	8 byte 01:02:20:29	8 byte 00:00:10:00	8 byte 00:02:28:18	vte 00:04:47:00	8 byte 00:02:06:00	8 byte 00:05:44:10				
12	5	I MAGE DATA	8 byte	8 byte	8 byte	8 byte	8 byte	8 byte	8 byte	8 byte	8 byte	8 byte				
	A.I.	E TRIB-	Z	×	M	×	Z	Z	Z	Œ	, [T	ഥ				
	0117	NAME 1	MC-001	MC-002	MC-003	MC-004	MC-005	900-JM 900	MC-007	FC-008	FC-009	FC-010				
	CLIP	ID CODE	00		003	004	005	900	007	800	600	010				

FIG. 13

		, , .							- 1			 	 - 1	
)ATA	IMAGE PROCESSING DATA								COMPOSITE DATA	NOBIFICATION AFTER	EDIT DATA	NOBYFECATION BEFORE		
WORK DATA	EDITING POINT DATA								EDIT P DATA	RODTFFCAATON AFTER	EDIT P DATA	HODIFICATION BEFORE		
	ENABLE/MODULE DISABLE ID S FLAG CODE								၁	S	田	S		
4 14 110	ENABLE/ DISABLE FLAG	日	B	田	田	Д	Д	Q	田	E	H	D		
NK	[3								001					
D LI									005		600			
CHIL	9 5								003	004	600 800	004		
PARENT	L 1 L 2 L 3 CODE EN CODE EN CODE L 1 L 2 L 3	800	800	800	600				010	010	000	010		
														ļ_
									T	十	<u> </u>	T		
	CL I P NAME	MC-001	MC-002	MC-003	MC-004	MC-005	900-JW	MC-007	FC-008	FC-009	FC-010	009BK1 FC-009BK1		
	CL IP ID CODE	001	005	003	004	900	900	007	800	600	010	009BK1		

FIG. 14

	EDITI	EDITING POINT	T DATA							
	EDIT- INC	ID	EP1	EP2	EP3	EP4	EP5	BP6	EP7	EP8
	POINT	TIME CODE	B 00:00:00:00 00:00:42:20 00:01:45:15 00:01:56:00 00:02:32:27 00:02:59:20 00:03:19:45 00:04:47:00	00:00:42:20	00:01:45:15	00:01:56:00	00:02:32:27	00:03:59:20	00:03:19:45	00:04:47:00
	+	NI	00:00:31:02							
008	- 기	OIIT								00:05:18:02
	,	NI		00:00:21:00						
	ー コ コ	DIIT						00:03:04:20		
	,	N				00:01:40:03				
		TILL							00:02:45:48	
		700	_			A STATE OF THE PERSON NAMED IN COLUMN NAMED IN	-			

FIG. 15

	EDIT	EDITING POINT	IT DATA							
	EDIT-	ID	EP1	EP2	EP3	EP4	EP5	EP6	EP7	
	POINT	TIME CODE	00:00:00:00	00:00:00:00 00:00:12:03 00:00:31:20 00:01:02:50 00:01:13:41 00:01:40:00 00:02:06:00	00:00:31:20	00:01:02:50	00:01:13:41	00:01:40:00	00:00:00:00	
300 800	,	NI	00:10:12:00							
	- 기	0UT							00:12:18:00	
									-	
		_		_			Language and the second			-

FIG. 16

	EDITI	EDITING POINT	VT DATA					
	EDIT-	ΩI	EP1	EP2	EP3 EP4		вР5	
	POINT	TIME CODE	00:00:00:00 00:03:39:00 00:03:40:20 00:03:42:00 00:05:44:10	00:03:39:00	00:03:40:20	00:03:42:00	00:05:44:10	
		N	00:01:01:20					
)10	L 1	OIIT				00:04:43:00		
) Į		100		00.00.00				
	1.9	NI T		00:00:00				
	1						00:02:06:00	
			The same of the sa					

FIG. 17

ၓ႞	COMPOSITE DAT	TA							
EDITING POINT I	EDITING POINT ID	EP1	EP2	EP3	EP4	EP5	EP6	EP7	EP8
1.1	COMPOSITE	100	1	1	***************************************		***	-	100
[2]	008 L2 COMPOSITE GAIN		6 9	100	-		0		
<u>ಟ</u>	L3 COMPOSITE GAIN				100	2.9	1	5 1	

FIG. 18

SPE	SPECIAL EFF	EFFECT DATA	Y,							
	E 1									
	E 2									
		BFFECT ID	1025	ವ						
		EDIT P ID	EP1	EP2	EP3	EP4	BP5	BP6	EP7	
		Loc X		0	1	0	1	-1.6	-1.6	
		l		0	1	-		0	+2.0	
		Loc Z		0	1	1	-	+2.2	+2.2	
L 1		RotX		0	1	1	-180	-	-102	
	田3	Rot		0		1	-		0	
		Rot Z		0				*****	0	
		Asp		0	_	-	1	1	0	
		Skew		0	1	-	1	****	0	
		Pers		0]		1		0	
	E 4									

FIG. 19

EFFECT ID EDIT P ID A s p e c t A n g l e S p e e d	0001 EP1	EP2	EP3	EP4		
EDIT P ID Aspect Angle Speed	EP1	1 1 1	EP3	EP4		
Aspect Angle Speed				1	EP5	
Angle Speed			 	+25		
Speed		0	+180	-180		
TT N. C. A.		20	20 100	100		
			1	0		
V—Mod		0	1	0		

FIG. 20

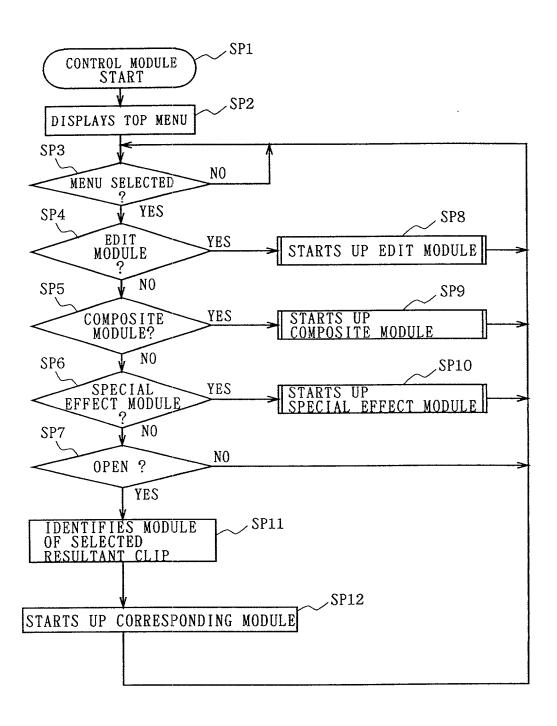


FIG. 21

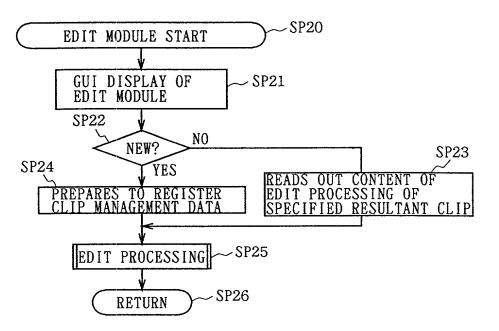


FIG. 22

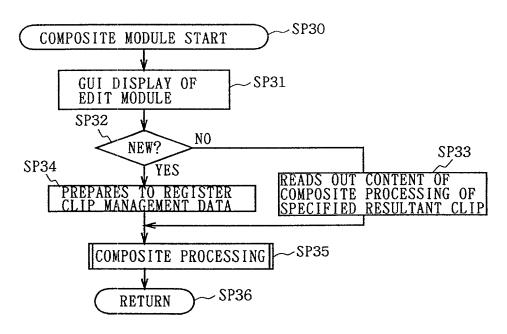


FIG. 23

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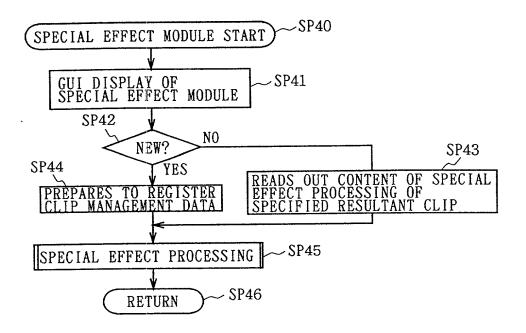


FIG. 24

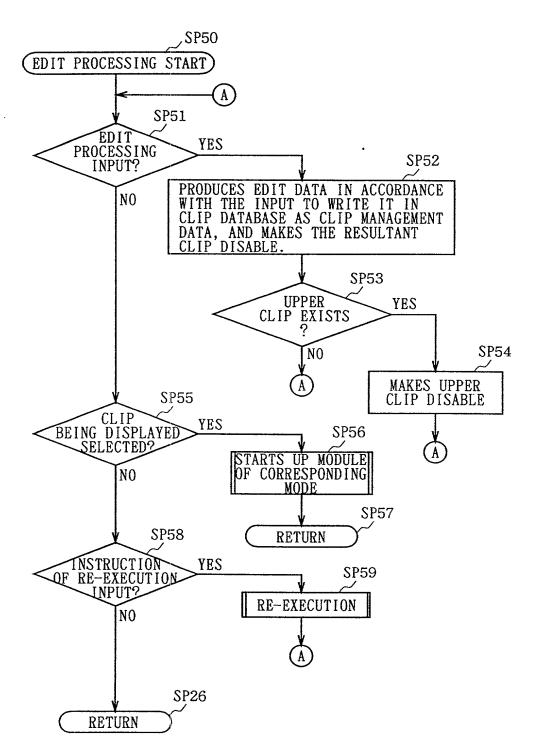


FIG. 25

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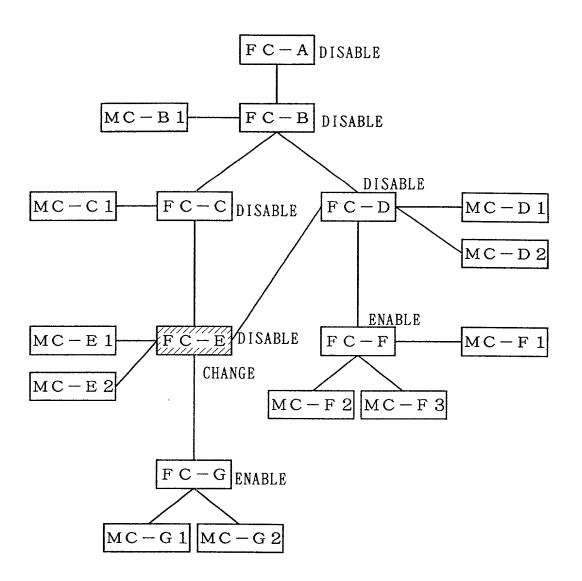


FIG. 26

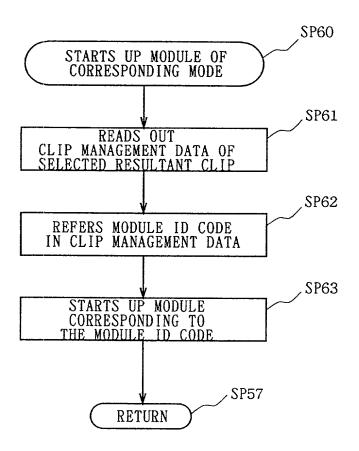


FIG. 27

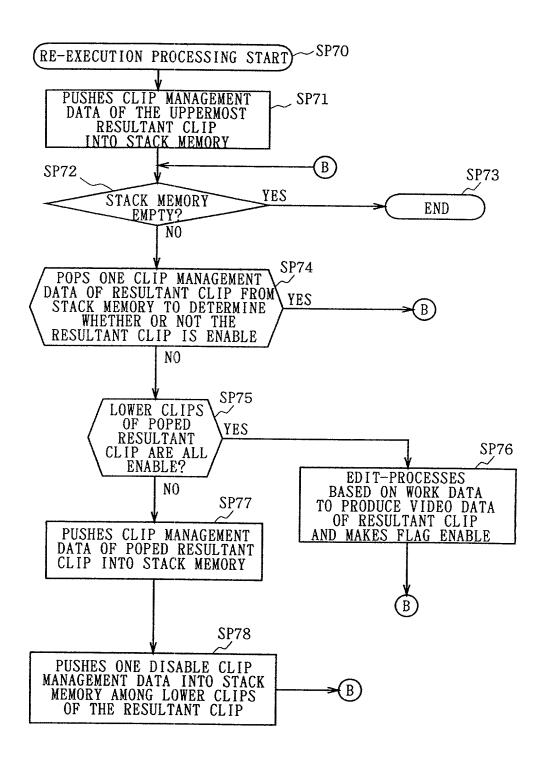


FIG. 28

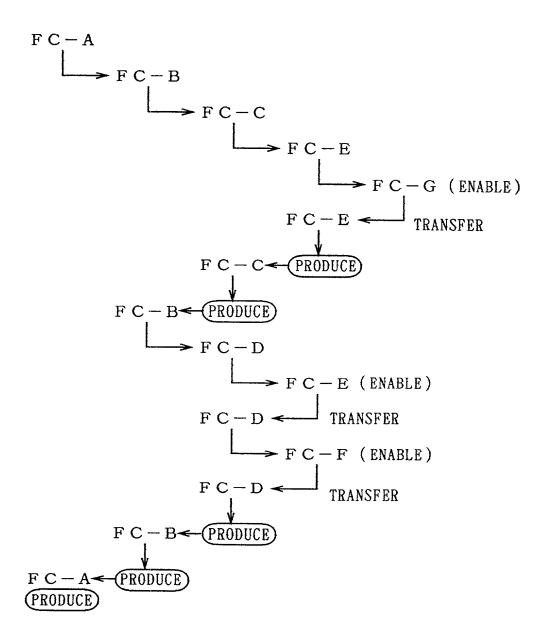


FIG. 29

DESCRIPTION OF REFERENCE NUMERALS

1...editing system, 2...work station, 2A...body, 2B...display, 2C...key board, 2D...mouse, 2E...pen tablet, 3...device controller, 4...exclusive controller, 5...video disk recorder, 6...video tape recorder, 7...switcher, 8...video camera, 9...digital multi-effector, 10...monitor, 11...audio mixer, 20...system bus, 21...CPU, 21A...ROM, 21B...RAM, 22...video processor, 23...display controller, 24...HDD interface, 25...FDD interface, 26...pointing device interface, 27...external interface, 30...menu window, 31...clip tree window, 32...key window, 33...library window, 34, 41, 51...time line window, 35...parameter setting window, 36...preview screen display window, 37...device control window, 38...edit content display window, 39...control command window, 40, 50...effect selection window, 42, 52...parameter setting window.